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<u>L8</u>	L2 and (707.101.ccls.)	0	<u>L8</u>
<u>L7</u>	L2 and 707.101.ccls.	0	<u>L7</u>
<u>L6</u>	L2 and 707.102.ccls.	0	<u>L6</u>
<u>L5</u>	L2 and (((auto\$6 near1 dial) or autodial\$4) near2 ((telephon\$4 near2 number) with status with display\$4))	0	<u>L5</u>
<u>L4</u>	L2 and (((auto\$6 near1 dial) or autodial\$4) near2 ((telephon\$4 near2 number) with status))	0	<u>L4</u>
<u>L3</u>	L2 and ((auto\$6 near1 dial) or autodial\$4) with ((indicator\$4 or icon) near2 status)	0	<u>L3</u>
<u>L2</u>	L1 and ((phon\$4 or telephon\$4) and number)	413	<u>L2</u>

L1 ((send\$3 and receiv\$4) with convert\$4 with format\$4)

761 L1

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Refine Search

Search Results -

Terms	Documents
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<u>L5</u>	L2 and (((auto\$6 near1 dial) or autodial\$4) near2 ((telephon\$4 near2 number) with status with display\$4))	0	<u>L5</u>
<u>L4</u>	L2 and (((auto\$6 near1 dial) or autodial\$4) near2 ((telephon\$4 near2 number) with status))	0	<u>L4</u>
<u>L3</u>	L2 and ((auto\$6 near1 dial) or autodial\$4) with ((indicator\$4 or icon) near2 status)	0	<u>L3</u>
<u>L2</u>	L1 and ((phon\$4 or telephon\$4) and number)	413	<u>L2</u>
<u>L1</u>	((send\$3 and receiv\$4) with convert\$4 with format\$4)	761	<u>L1</u>

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Relevance scale ☐ ☐ ☐ ☐ ☐**1** [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research****Publisher:** IBM PressFull text available: [pdf\(4.21 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 [Capturing, structuring, and representing ubiquitous audio](#)

Debby Hindus, Chris Schmandt, Chris Horner

October 1993 **ACM Transactions on Information Systems (TOIS)**, Volume 11 Issue 4**Publisher:** ACM PressFull text available: [pdf\(1.78 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Although talking is an integral part of collaboration, there has been little computer support for acquiring and accessing the contents of conversations. Our approach has focused on ubiquitous audio, or the unobtrusive capture of speech interactions in everyday work environments. Speech recognition technology cannot yet transcribe fluent conversational speech, so the words themselves are not available for organizing the captured interactions. Instead, the structure of an int ...

Keywords: audio interactions, collaborative work, multimedia workstation software, semi-structured data, software telephony, stored speech, ubiquitous computing

3 [Augmenting organizational memory: a field study of answer garden](#)

Mark S. Ackerman

July 1998 **ACM Transactions on Information Systems (TOIS)**, Volume 16 Issue 3**Publisher:** ACM PressFull text available: [pdf\(885.89 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A growing concern for organizations and groups has been to augment their knowledge and expertise. One such augmentation is to provide an organizational memory, some record of the organization's knowledge. However, relatively little is known about how computer systems might enhance organizational, group, or community memory. This article presents Answer Garden, a system for growing organizational memory. The article describes the system and its underlying implementation. It then presents fin ...

Keywords: CSCW, collective memory, community memory, computer-supported cooperative work, field studies, group memory, organizational memory

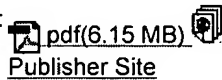
4 The FINITE STRING Newsletter: Abstracts of current literature

Computational Linguistics Staff

January 1987 **Computational Linguistics**, Volume 13 Issue 1-2

Publisher: MIT Press

Full text available:



Additional Information: [full citation](#)

[Publisher Site](#)


5 The GemStone object database management system



Paul Butterworth, Allen Otis, Jacob Stein

October 1991 **Communications of the ACM**, Volume 34 Issue 10

Publisher: ACM Press

Full text available:  [pdf\(6.60 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: GemStone, database management systems, object-oriented


6 Tangible progress: less is more in Somewire audio spaces



Andrew Singer, Debby Hindus, Lisa Stifelman, Sean White

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

Publisher: ACM Press

Full text available:  [pdf\(1.93 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We developed four widely different interfaces for users of Somewire, a prototype audio-only media space. We informally studied users experiences with the two screen-based interfaces. We prototyped a non-screen-based interface as an example of a novel tangible interface for a communication system. We explored the conflict between privacy and simplicity of representation, and identified two unresolved topics: the role of audio quality and the prospects for scaling audio spaces beyond ...

Keywords: CMC, active objects, audio, audio space, audio-only, computer-mediated communication, design guidelines, media space, mediated communication, representations, speech interactions, tangible interactions, user interfaces


7 ConNexus to awarenex: extending awareness to mobile users



John C. Tang, Nicole Yankelovich, James Begole, Max Van Kleek, Francis Li, Janak Bhalodia

March 2001 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

Full text available:  pdf(522.50 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We explored the use of awareness information to facilitate communication by developing a series of prototypes. The ConNexus prototype integrates awareness information, instant messaging, and other communication channels in an interface that runs on a desktop computer. The Awarenex prototype extends that functionality to wireless handheld devices, such as a Palm. A speech interface also enables callers to make use of the awareness information over the telephone. While the prototypes offer si ...

Keywords: CSCW, awareness, computer-mediated communication, instant messaging, mobile devices, wireless handhelds


8 [SpeechSkimmer: a system for interactively skimming recorded speech](#)



Barry Arons

March 1997 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 4 Issue 1

Publisher: ACM Press

Full text available:  pdf(1.03 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Listening to a speech recording is much more difficult than visually scanning a document because of the transient and temporal nature of audio. Audio recordings capture the richness of speech, yet it is difficult to directly browse the stored information. This article describes techniques for structuring, filtering, and presenting recorded speech, allowing a user to navigate and interactively find information in the audio domain. This article describes the SpeechSkimmer system for interacti ...

Keywords: audio browsing, interactive listening, nonspeech audio, speech as data, speech skimming, speech user interfaces, time compression

9 [Enhancing the explanatory power of usability heuristics](#)



Jakob Nielsen

April 1994 **Proceedings of the SIGCHI conference on Human factors in computing systems: celebrating interdependence**

Publisher: ACM Press

Full text available:  pdf(860.49 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: heuristic evaluation, usability problems


10 [Digital family portraits: supporting peace of mind for extended family members](#)



Elizabeth D. Mynatt, Jim Rowan, Sarah Craighill, Annie Jacobs

March 2001 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

Full text available:  pdf(518.45 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A growing social problem in the U.S., and elsewhere, is supporting older adults who want to continue living independently, as opposed to moving to an institutional care setting. One key part of this complex problem is providing awareness of senior adults day-to-day activities, promoting peace of mind for extended family members. In this paper, we introduce the concept of a digital family portrait that provides qualitative visualizations of

a family members daily life. Leveraging a familiar ...

Keywords: aging, awareness, home, light-weight interaction, ubiquitous computing, visualization

11 Session2: Beyond workflow management: product-driven case handling



W. M. P. van der Aalst, P. J. S. Berens

September 2001 **Proceedings of the 2001 International ACM SIGGROUP Conference on Supporting Group Work**

Publisher: ACM Press

Full text available: [pdf\(287.45 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In the last decade, workflow technology has become one of the building blocks for realizing enterprise information systems. Unfortunately, the application of contemporary workflow management systems is limited to well-defined and well-controlled environments. In practice, workflow technology often fails because of limited flexibility. We advocate a paradigm shift to overcome this problem: Workflows should not be driven by pre-specified control-flows but by the products they generate. This paper ...

Keywords: FLOWer, case handling, product-driven design, workflow management, workflow management systems

12 Document Formatting Systems: Survey, Concepts, and Issues



Richard Furuta, Jeffrey Scofield, Alan Shaw

September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

Publisher: ACM Press

Full text available: [pdf\(5.36 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

13 CrimeNet explorer: a framework for criminal network knowledge discovery



Jennifer J. Xu, Hsinchun Chen

April 2005 **ACM Transactions on Information Systems (TOIS)**, Volume 23 Issue 2

Publisher: ACM Press

Full text available: [pdf\(2.52 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Knowledge about the structure and organization of criminal networks is important for both crime investigation and the development of effective strategies to prevent crimes. However, except for network visualization, criminal network analysis remains primarily a manual process. Existing tools do not provide advanced structural analysis techniques that allow extraction of network knowledge from large volumes of criminal-justice data. To help law enforcement and intelligence agencies discover criminal ...

Keywords: Law enforcement, clustering, complete-link algorithm, concept space, crime investigation, knowledge discovery, multidimensional scaling, precision and recall, social network analysis, visualization

14 The defense message system



Robert W. Shirey

October 1990 **ACM SIGCOMM Computer Communication Review**, Volume 20 Issue 5

Publisher: ACM Press

Full text available: [pdf\(748.44 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

The U.S. Department of Defense (DoD) plans to modernize the Defense Message System (DMS) to reduce costs and improve services. DMS includes all hardware, software, procedures, standards, facilities, and personnel used to exchange messages electronically in DoD. DMS today has two separate parts. The AUTODIN system handles formal messages between organizations, and the Defense Data Network's electronic mail system handles other messages. The DMS plan has a target architecture, for the year 2008, t ...

15 An architecture for a multimedia teleconferencing system



L Aguilar, J J Garcia-Luna-Aceves, D Moran, E Craighill, R Brungardt

August 1986 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM conference on Communications architectures & protocols SIGCOMM '86**, Volume 16 Issue 3

Publisher: ACM Press

Full text available: pdf(1.35 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present an object-oriented architecture for a computer-based, real-time, multimedia conferencing system. This architecture divides the system into five functional areas: a multimedia shared workspace, a user interface, conference management, communications, and an information base. The structure and operation of the first four areas are modeled with object-based concepts that address design requirements identified during the development of a proof-of-concept prototype, that preceded the ...

16 HCI and the challenges of mass communications: Audience design: interacting with networked media



Ann Light

March 2004 **interactions**, Volume 11 Issue 2

Publisher: ACM Press

Full text available: pdf(1.62 MB) html(13.91 KB)

Additional Information: [full citation](#), [references](#), [index terms](#)

17 A prototype intelligent user interface for real-time supervisory control systems



Iain M. Begg, Joe Gnocato, Wendy E. Moore

February 1993 **Proceedings of the 1st international conference on Intelligent user interfaces**

Publisher: ACM Press

Full text available: pdf(367.87 KB)

Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: intelligent mediation, intelligent user interface, network management, power systems, real-time control

18 From programming environments to environments for designing



Terry Winograd

June 1995 **Communications of the ACM**, Volume 38 Issue 6

Publisher: ACM Press

Full text available: pdf(503.72 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Though there have been advances in end-user programming, complex applications still need professional developers. This inspired look at the future of creating complex software explores the shift from programming environments to design environments, discussing environments that help developers satisfy end-users' cognitive needs and help deal with

contextual issues such as the aesthetic, practical, and social properties of the application and the users. A strong case is made that design envir ...

19 Using multiple knowledge sources for word sense discrimination

Susan W. McRoy

March 1992 **Computational Linguistics**, Volume 18 Issue 1

Publisher: MIT Press

Full text available:  pdf(2.02 MB)  Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)
[Publisher Site](#)

This paper addresses the problem of how to identify the intended meaning of individual words in unrestricted texts, without necessarily having access to complete representations of sentences. To discriminate senses, an understander can consider a diversity of information, including syntactic tags, word frequencies, collocations, semantic context, role-related expectations, and syntactic restrictions. However, current approaches make use of only small subsets of this information. Here we will des ...

20 Mobile computing in next generation wireless networks



Prathima Agrawal, David Famolari

August 1999 **Proceedings of the 3rd international workshop on Discrete algorithms and methods for mobile computing and communications**

Publisher: ACM Press

Full text available:  pdf(1.01 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: IMT-2000, cdma2000, mobile computing, wireless data

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